

AN ENTIRELY ATARI LYNX
MAGAZINE



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LYNX USER

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REVIEWS

DRACULA: THE UNDEAD
DINOLYMPICS
POWER FACTOR
JOUST
BASEBALL HEROES
DIRTY LARRY


HINTS & TIPS

COMPLETE SOLUTION
TO TOKI &
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COMPETITION

WIN YOURSELF SOME LYNX CARTS !!!

SUPPORT  LYNX



DRACULA

THE UNDEAD

6

Hello and welcome to issue 6 of Lynx User.

First I would like to apologise for the late arrival of this issue. This was due to losing most of our initial artwork late on in preproduction.

This month we have a larger than normal issue, 24 pages in all. In our colour centre spread we have reviews of Dracula the Undead as well as the hilarious Dinolympics.

We also have reviews of Baseball Heroes, Power Factor, Dirty Larry and the old Atari classic Joust. As well as all that we have the first instalment of our Dirty Larry Comic Strip (No, we didn't forget it this time).

In our Hints & Tips section we have got the complete solution to Toki. All the usual Lynx news and gossip and much more.

Issue 7 of Lynx User will be available from May 15th. It will include a 4 page special on Eye of the Beholder, as well as all the usual reviews and news. Until next time . . .

THE GUILTY PARTY

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*Pete Mortimer (Telegames)
Darryl Still (Atari)
Jim Gregory (Handmade)
Steve & all the lads at the
Software Cavern*



While we try to ensure that all information within these pages is correct, we cannot be held responsible for any inaccuracies or omissions.

Lynx *news*

THE CAT IS OUT OF THE BAG

THE NEW ATARI SUPER CONSOLE THE JAGUAR is expected to be launched at the June CES show in the USA. The revolutionary machine will feature a 64-bit RISC processor (or more likely two 32-bit chips). It will also contain a large number of custom chips that will enable it to produce the kind of graphics and animation usually only seen in arcade machines.

It will also be technically superior to Nintendo's new add-on chip on the Super NES.

All this does come at a price though, expect the base unit to sell for around £199 in the UK with a US price of around \$300.

Software is being worked on in house as we speak and a number of outside developers are being signed on to produce games. Expect around 6 titles to be launched with the machine, together with another 16 games by the time the machine is available in the high street.

Next issue we should have an exclusive preview of the machine as well as some idea of what games are on the way.

P.s. Wouldn't it be great if there was some way of connecting the Lynx and Jaguar together. This would make for some seriously amazing gameplay.

(NEWS UPDATE: We have just heard from the USA that Atari will be hoping to bring the Jaguar in at the sub-\$150 mark, also they plan to make a keyboard available in the future.

① **Dracula the Undead** ☆

② **Steel Talons**

③ **Switchblade 2**

④ **Pinball Jam**

⑤ **Dirty Larry** ☆

⑥ **Shadow of the Beast**

⑦ **Hockey**

⑧ **Batman Returns**

⑨ **Kung Food**

⑩ **Basket Brawl**

☆ = New Entry

DRACULA goes strate in at number one. DIRTY LARRY struggles into number fire and JOUST doesn't even register in the top ten.

Of the holdovers STEEL TALONS moves up to number 2 as SWITCHBLADE 2 takes a nose dive.

Next issue we should see a new contender for the number 1 position in **DINOLMPICS**.

Arnie or Spielberg!

A major movie license has been secured by Atari for the Lynx, Falcon and Jaguar. Although we do not know what film it is yet, Atari insiders have said that it will be either the new Arnie film The Last Action Hero, or more likely the new Steven Spielberg fantasy epic Jurassic Park.

Based on the Michael Crickton book it ells the story of a mad scientist who tries to bring back Dinosaurs.

The film will have some of the most revolutionery special effects seen since Terminator 2. Sounds like it could make one hell of a game. Then again we thought that about Batman ?

*The Handheld burst upon the world,
the Game Boy was the the first.
But it's very slow and black and white,
and Quite frankly it's the worst.*

*The Handheld PC Engine,
full colour - was the next,
but it's not released in Britain,
and it's 8-bit like the rest.*

*And then Atari launched the Lynx,
the World gave out a gasp.
Four thousand colours, 16-bit,
a man's machine at last.*

*A machine to take the World by storm,
and games to tax the brain.*

*Atari child seemed golden,
but alas, the Lynx went lame.*

*Nineteen Ninety, Zendecon
and Blue Lighting were released,
programmed by experts
and visually a feast.*

*But then it all went sour,
Atari turned away
released all sorts of lousy games,
that no-one wished to play.*

*Rubbish like Turno-Sub,
Hydra and the rest.
Sega launched the Game Gear,
and the Lynx was almost put to rest.*

*For Atari do not give a damn,
not in Britain anyway.
We get no games or add on's
no incentive to play.*

*It's a sad day for technology,
when all that holds it back,
are companies like Atari,
whose PR men are slack.*

*But there's a light around the corner,
and this final word I'll say:
while Atari couldn't give a damn,
Lunx User saved the day!*

ALEX 92.

★ Coming Attractions ★

If this issues list of coming games is anything to go by then it looks as if the Lynx scene is starting to pick up (ever so!) slightly. Best games of 93 ?, well Double Dragon looks pretty hot and what about Space Combat, who would have thought we would ever get an Elite clone on the Lynx !

DEFENDER & STARGATE DOUBLE BILL

There are actually three games on this cartridge including the original Defender, Defender 2 and Stargate. Defender 2 is an improved version of the original with extra enemies and improved weaponry. All three of the games have enhanced graphics and sound effects.

Available MARCH 93.



BATTLEZONE 2000

The old Battlezone classic has been revamped for this Lynx conversion. This amazing 3-D tank battle game combines simulation, strategy and skill. Upgrade your equipment and ammunition as the game progresses.

Available JUNE 93.



REN & STIMPY

The characters from the American cult cartoon show are making their way on to the Lynx. Being programmed by Acclaim, this should be one of the more interesting titles to grace the Lynx in 93.

Available 93.



DOUBLE DRAGON



The Lynx finally gets a Streetfighter clone in Double Dragon. Fight your way through the mean streets using a good diversity of kicks and hits. Featuring large size baddies and cartoon style graphics. Completely changed from the original it also features a two player option which makes for amazing gameplay. Expect an awesome game.

Available MARCH 93.



ROLLING THUNDER

Being the No.1 secret agent in the world has its problems. Save your kidnapped girlfriend from the robot baddies and find out who is the Mastermind behind it all ? The Atari VCS classic makes full use of the Lynx's capabilities. With side scrolling action and effective sound.

Available FEBRUARY 93.

BATTLE WHEELS

Select from various engine, suspension arrangement and body options to equip your car of the future.

Then proceed to the arena where you will battle other players as well as robot cars in 12 different wasteland settings. The survivors of each round are awarded cash prizes. Use this to further equip your car. Loads of option settings and a large play area will mean this will be a major title.

Available JANUARY 94!



EUROPEAN TOURNAMENT SOCCER

Europe's finest teams battle it out in this soccer game from telegames.

Chose from set European teams or individually pick the best players from Europe. Various options include different team set-ups, high and low skill levels, a full tournament set-up as well as a two player option. Detailed animation and the extensive options should make this the only soccer game to have.

Available FEBRUARY 93.



ALIEN VS. PREDATOR

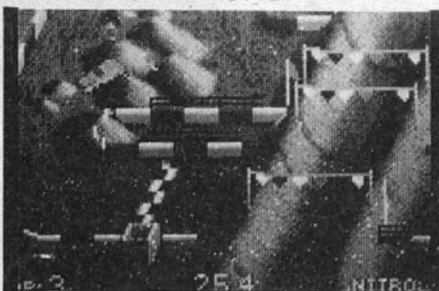
The two big screen giants battle it out in this monster of a game. Based on the Dark Horse comic of the same name, help the Predator destroy the evil alien before it multiplies and destroys the Earth.

Loads of stills from the various movies together with large detailed cartoon animation and fast and furious gameplay. All put onto a massive 4 meg card.

Available FEBRUARY 93.



SUPER OFF ROAD



All the thrills of real off road racing with all-out dirt grinding, high gear competition. Watch out for mud holes, jumps, and other obstacles as you negotiate many stadium off-road tracks. Still in an unfinished form the game is shaping up to be an accurate reproduction of the NES classic.

Available MARCH 93.

SPACE COMBAT (Preliminary title)

Atari is working on a multiplayer space combat game, sure to appease Star Raiders and Star Wars fans everywhere. Believed to be based on the new Atari Games Space Adventure, it will feature advanced 3-D polygon graphics and have a space trading aspect to it.

Available EARLY 94.



PIT FIGHTER

The arcade classic come to the Lynx in a massive 4 meg cartridge.

Using digitized graphics from the original, and a vast array of options. Fight your way through some of the toughest punks ever seen.

Finally if you are good enough and lucky enough you will meet the executioner, one mean mother *!\$*%!

Available FEBRUARY 93.



JIMMY WHITES SNOOKER

Archer Macleans masterpiece come to the small screen in what should be one of the most amazing ever Lynx conversions.

All the features of the home computer version with large fluid ball movement and fast well animated graphics. Sure to become an instant hit.

Available FEBRUARY 94 !



JIMMY CONNERS BAD BOY TENNIS

The original bad boy serves up a championship game. You'll hear the voice of Jimmy Connors adding colour commentary as you more up the ladder to face the master himself. 1-2 players.

Available JUNE 93.



MALIBU BEACH VOLLEYBALL

Enjoy the sun and surf while you blast the tunes you chose on your portable boom box. Play tournament style or just for fun.

Available JUNE 93.



DAEMONGATE

This incredible RPG has you searching mystical lands, discovering magic spells, strange creatures, treasures and special items you'll need in your quest. A truly massive game.

Available MARCH 93.

Atari Lynx



They're all talking about it!

"It has colours which challenge the Amiga, sound as good as the Megadrive, sprite scaling and rotation to beat the SNES and a range of games which make the Sega Gamegear and Nintendo Gameboy look decidedly limited."
ST FORMAT

"The best specified of all the handhelds. It could take off in a big way." DAILY MIRROR

"Now here's a machine which will blow your socks off. Of the three (handhelds) reviewed here, the Lynx is the most advanced. It's got the lot!" XS NRG MAGAZINE

"An awesomely powerful handheld..."
THE SUN

"This amazing machine is a serious rival to the Game Boy and Game Gear as it combines the best of both! It's got some of the best games on the Market... its in colour, the graphics are arcade standard 9/10 Great value for money."
JACKIE MAGAZINE

"After our tests the Lynx was ranked as the best system and at £15 less than the Gamegear it looks a good reason to buy the Lynx."
CHECK IT OUT MAGAZINE

So what is it about the Lynx that's got them talking? Well the Lynx has custom 16-bit chips dedicated to sound and graphics. Meaning it produces visuals and sound as good as the best 16-bit consoles, yet it's portable. Lynx has over 50 games available, including top conversions from other 16-bit formats, big film and TV tie-ins, top sports simulations and perfect coin-op conversions. The Lynx is the only console which can be linked together for up to 8 players to play the same game on their own console at the same time. It has a huge 16-meg game capacity, much bigger than the other handhelds and its even got a flip option for left handers! All of which meant it was voted console of the year when first launched.

Atari Lynx, Atari House, Railway Terrace, Slough, SL2 8BZ

Please send me more detail about the Lynx and its Software. . .

Name

Address Post Code

 **ATARI**

DIRTY LARRY *Renegade Cop*

Violence, Death and Destruction, expensive accounts.
The excitement that is Dirty Larry, the new beat'em up from (surprise, surprise) Atari.



Level 3, I'd like to tell you about level 3 but I died repeatedly at the start of this level after my sound slapping on level 2. Which really brings me to my only complaint, you only have 1 life (shades of Batman) and although your energy bar is fairly generous there are no continues. So although it is a lasting challenge it is also frustrating, especially as I kept getting to the same place repeatedly.

As these linear beat'em ups go this is rather good, good graphics, O.K. Sound, gunfire and various biffing noises etc. Overall rather smart, I liked it, a bit like Batman Perhaps, but not bad at all.

Steve.

Graphics	9/10
Sound	7/10
Playability	8/10
Overall	7/10

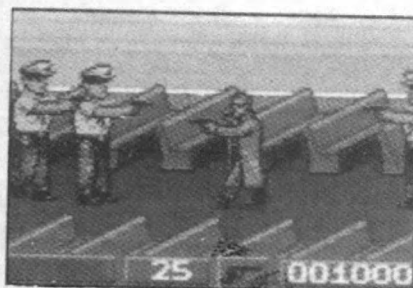
The premise is simple you walk, crawl or stagger along various levels punching or shooting the vile muggers, murderers and other street pucks intent on nailing you. From a premise that is straight out of a Clint Eastwood movie you, Larry, are forced to pound the beat on foot to apprehend the city's Big Boss.

The title sequence is excellent, especially the Chief's office with the people passing by the frosted window. A bit of scaling on the Logo and its into the game.

A horizontally scrolling beat'em up in the style of Vigilante, Larry can lash out at the Bad Dudes with fists and ammo permitting dispatch a few with his service revolver. On first level Larry is heading for the subway, and has to contend with chain wielding fiends and gin toting punks, both of which require a few punches or bullets to dispatch. Some of these unfortunates leave bullets or health points which you can collect with a healthy bound.

As the level progresses Larry finds some nice bikers to run him down, these guy's require a fair few shots to terminate, I cannot imagine beating these with fists alone.

Once past these guys you can descend to the subway and onto a train. Here your once generous health bar begins to show signs of wear, these BIG guys wielding baseball bats knock the SXXT out of you. Thankfully the level is short, which is really good because this reviewer was pretty nearly beaten by now.



2nd Opinion

It seems like forever and a day that we have been waiting for the appearance of Dirty Larry. But now finally we have it, and it seems to have been worth the wait.

The animation is superb, with some amazing introduction sequences.

Larry himself in the game is well defined, with the baddies being of Ninja Gaiden style. The gameplay is a bit too simple for my liking, having to only kick and shoot your way through the levels. And the baddies seem to be a bit lacklustre in their attempts to stop your investigation, so that the first levels give no real challenge. Although I am assured there are zillions more.

Overall an entertaining game that lacks long term appeal.

Ed.

LYNX

COMPETITION

In association with the makers of the best handheld in the world, Atari. We are giving our readers the chance to win 5 of the latest Lynx releases.

All you have to do to win yourself this brilliant prize is to answer the questions below and send them on a postcard to:

Lynxuser Competition
P.O BOX 7
RISELEY
READING

- 1) Name the new Lynx game based on a Bram Stoker book?
- 2) What is the name of the new Atari super console, soon to be released?
- 3) What computer/console game would you like most to see on the Lynx(Sonic or Mario doesn't count)?

Rules – Titles given will be the 5 latest titles on May 15th. Usual competition rules apply. The winner will be the first postcard pulled out of the hat after that date. There is no cash alternative. The decision of the judges is final. Bribes will not be accepted (depends on what is offered?).

POWER FACTOR

It's called 'Power Factor' - regular readers may recall a game called Redd Ace (a better name, as the main sprite is indeed called Redd Ace) mentioned in the article on Handmade Software - it's the same game. Why it's now called Power Factor is anybody's guess (mine's not printable - and I'm going to call it Redd Ace to be contrary). On the bright side, the name is the worst thing about it.

A reviewer's job is not always an easy one. I recieved this game, on a tatty bit of circuit board called an EPROM card. No instructions, no indication of what the game was about, or indeed what the object was - stuff all (the second title screen is supposed to tell you what's what - but my EPROM had a bug in it and kept skipping to the credits). However, undaunted I plunged straight in and within an hour has ascertained all!

The plot - (and this is an educated guess) you are Redd Ace, cosmic super hero. Somehow or other you find yourself in an alien space station, stuffed to the gills with weapons, robots, guns, forcefields, aliens, end of level beasties and the scattered innards of a stonking great bomb. The object; collect all the pieces of the bomb and destroy something (take your pick; it could be anything from the aliens home planet to the whole stonkin universe - depends on how anarchistic you're feeling.)

This game is different to all other presently available platform shoot-em-ups on the LYNX, for two reasons.

1)The control system is pleasantly complicated. To change weapons you quickly press the joypad left or right, to run, hold it down. To crouch and fire up, quickly press the joypad down, to crouch and fire horizontally hold the joypad down. Option 1 fixes the secondary weapon you want to use (grenades to homing missiles) Option 2 lets you see how much of the bomb you've collected and take a detailed look at all the weapons, effectively animated. Or if you're near a computer terminal, Option 2 lets you see a map of the level and look at some very tiny (and quite mindbogglingly pointless) piccies of the bad guys. Button B fires your secondary weapon and Button A fires your normal weapon (pretty weak but with a serious rate of fire). It's good to see the versatility of the Lynx's control system utilised properly for a change.

2)The second reason is simply that Redd Ace is quite hard. Now I'm the guy who completed switchblade, zarlör mercenary steel talons & shadow of the beast (and mapped it all) within four days. So I know what I'm talking about. What's more, you can choose your level of difficulty. There's EASY (reasonable), NORMAL (hard) & DIFFICULT (very hard). This, therefore is a game with potential lastability.

'Ah', I hear you cry, 'but would we want to play this game for months on end'. Probably not. The graphics are reasonable (on a scale where 'Beast is 10 and Xybots is 1, this would rate a respectable 8.)

The movement of the main sprite is smooth and superbly animated, he runs, jumps, crouches and flys (well he is a super hero) all with admirable speed.

The between level mega-monsters are pretty, animated and varied. Disappointingly however, the levels themselves all look the same. Sure, the further you get, the greater the number of different robots that appear, but really it's all like level one.

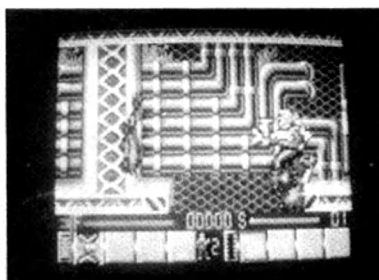
Another minus are the extra weapons themselves. While they are suitably varied, each one is only good for a couple of shots. What's worse, you can not take weapons between levels, any that you have not used are destroyed when you enter the doors.

The best bit about the game, is the tune that's played at the start and end - it's easily the finest and longest bit of music I've heard on the LYNX. The explosions are okay, but nothing you haven't heard before.

It's a shame they didn't include a background tune for the game.

So in a universe where you can play Shadow of the Beast, Lemmings, Toki & Xenophobe on your LYNX - is Redd Ace worth shelling out thirty quid for.

Probably, but personally I wouldn't. At least not in it's present incarnation, with a little work before it's launched and some background variety it could be a classic, but for now Handmade software has taken too many shortcuts. However when it does come out, rent it or borrow it for a couple of days before you buy.



GRAPHICS	8/10
SOUND	7/10
PLAYABILITY	7/10
OVERALL	7.5/10

Lynx *racing*

After years of abusing his Atari VCS, Thomas Holzer now turns his attention to the Lynx. This issue he takes a look at the current batch of Lynx racing games.

ROADBLASTERS

Converted from the huge arcade hit of the same name, this racer is defiantly an old one and it shows. Okay, down to basics, you race along a road trying to blast everything in sight and in addition trying to avoid running out of fuel, occasionally receiving the odd power-up. The speech is not clear enough and the sound FX are average. Graphics are fair or at least better than big brother ST but boredom quickly arrives because of repetitive gameplay. Mind you, it is still a fast game.



A.P.B. (ALL POINTS BULLETIN)

Not really a racing car, but in this funny game you play Bob, a copper who has to drive around the city in his police car searching for criminals, speeders and various other law breakers. The officer starts his new job at the training centre because here he can learn how to handle his brand new vehicle. Later on he can hit the streets and arrest all the baddies or even help distressed people in broken down cars. You have to move a crosshair in front of the police car onto the other car and turn on the police siren and by doing this you will automatically arrest or help this person. Driving over lost moneybags hidden along the streets will either increase your score or give you extra hints and more. Every

policeman likes his food, so don't forget to visit the donut shop to fill up on energy and sometimes you can visit a shop to purchase upgrades like "more speed" or "Radar" or maybe a "Gun". In this game you have to arrest gangsters roaming the streets because if you don't progress towards a daily "Quota" the police force will give you the "Boot", meaning "Game Over". Not a Racer, but a great laugh and a very good game.

HARD DRIVIN'

Now this game showed promise, but failed to deliver. Being another huge "Atari Game Corp" arcade hit, I waited for the Lynx version to appear and finally it did and I am Disappointed. The control buttons are the wrong way round, you have to press "B" for speed and "A" for brakes, but what is worse is that when you steer in one direction, for example left, if you suddenly have to go straight it takes a few seconds for the program to recognise that you have changed your direction, therefore you are still bearing to the left when in fact you wanted to go straight (for a graphic description of this effect see fig. 1). This results in going off the road and losing precious time. Hard Drivin' offers two tracks, a speed run and a stunt track and you have to complete against the "Phantom Photon", the Hard Drivin' Champion. For all I care, he can have it.

CHECKERED FLAG.

This is the best racing game ever. Honest, we have waited years for a racer is to come around. There was Pole Position on the VCS and the 8-Bit and that was the best at the time and for almost ten years nothing even came close. Well, perhaps Pitstop II, but that's it! Now "Checkered Flag" continues the true racing tradition with options galore, smooth scrolling and best graphics and sound. In this game you can choose to practice a course, or compete straight away, design the colour of your car, choose male or

female driver and select between auto or manual transmission. Play with up to five other friends via comlynx and enjoy the winners picture where, if you are female, a man arrives with the cup and congrats you, or if you choose a male, a woman does the same for you. Great racing graphics with billboards on the side of the road advertising Lynx Games and Atari computers and clear speech at the beginning of the race announcing, "Gentlemen, start your engine". Excellent! A totally brilliant game which both partners can get involved in. Lots of racing outstanding. It's fun, fast and if you are thinking of buying a handheld and having looked at the "Lame Gear" or "Crap Boy", I can assure you, buy the cart and this game only, you'll be happy 'Til the end of time.

P.S. *It's not an arcade translation which makes a good game!!!*

THOMAS HOLZER.



FIG. 1.

Baseball Heroes (?)

All the Fun of the Big Game...

Choose your team and get down to the diamond for some real baseball action!

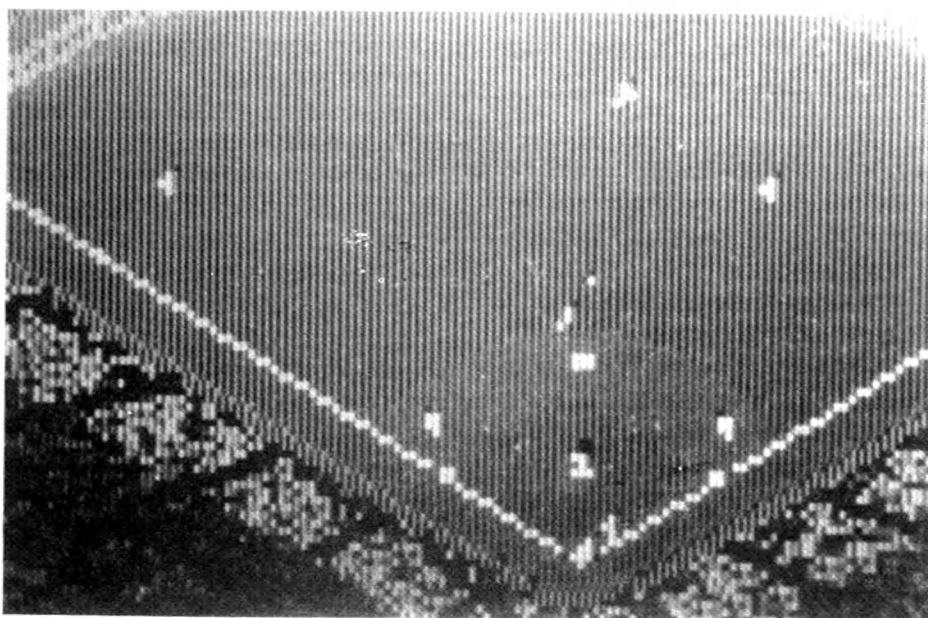
Sports games always form the core of a games systems appeal, witness Electronic Arts superb Mega Drive

inept batter hits foul after foul or, spends ages in the dug-out waiting for the pitcher to throw a hittable ball.

The graphics in game are acceptable, little use is made of the Lynx hardware to scale, save on the team selection screen. The pitcher etc, in

the end of the day only those die-hard baseball fans will feel the urge to spend on this title, and this reviewer will be saving his money for a more exciting title. (where the Hell is Lemmings?)

by Steve



Graphics	7/10
Sound (what sound?)	2/10
Playability	6/10
Lastability	6/10
OVERALL	6/10

titles, and Atari are building up the Lynx's library in this area.

Baseball is an American sport all the way, despite the Japanese fascination with it, and I guess you either like it or loathe it.

Baseball Heroes offers the traditional view of the action, when pitching from behind the pitcher and when batting, from the plate.

the close views are recognisable and serve to convey the action, in the fielding sequences the minuscule sprites once again function, but at the limits of viewability. Oh how I wish Atari could attract some high flying development house to bring a much needed air of professionalism to Lynx products.

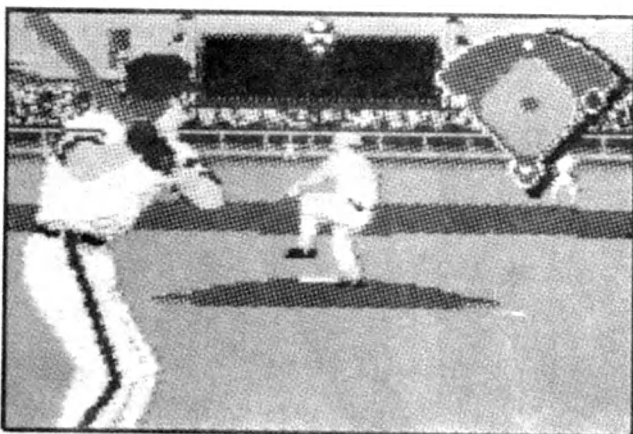
The sound is completely lacking,

where is the dynamic 32-bit stereo sound chip Atari say is buried in the Lynx? This cart makes the lame gear's puny beeps sound like an orchestra! I say get real Atari, get some Programmers!!!

In play this cart is average, the pitching and batting are fairly accurate and easy to

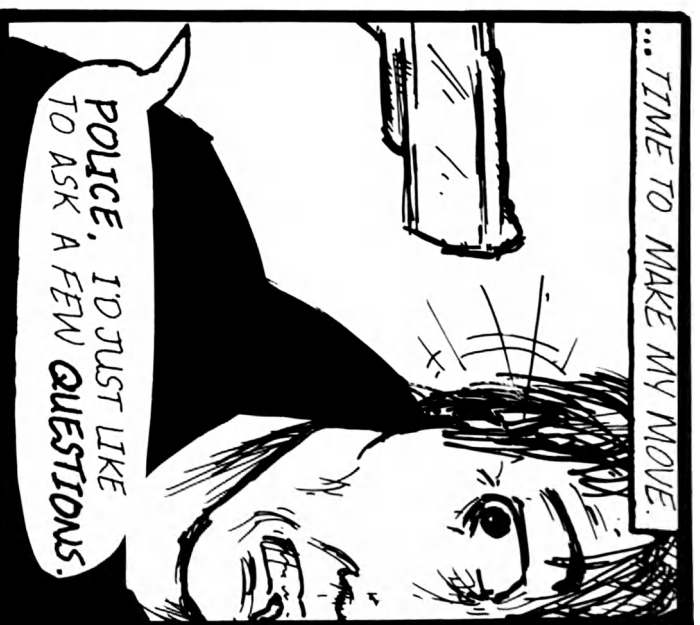
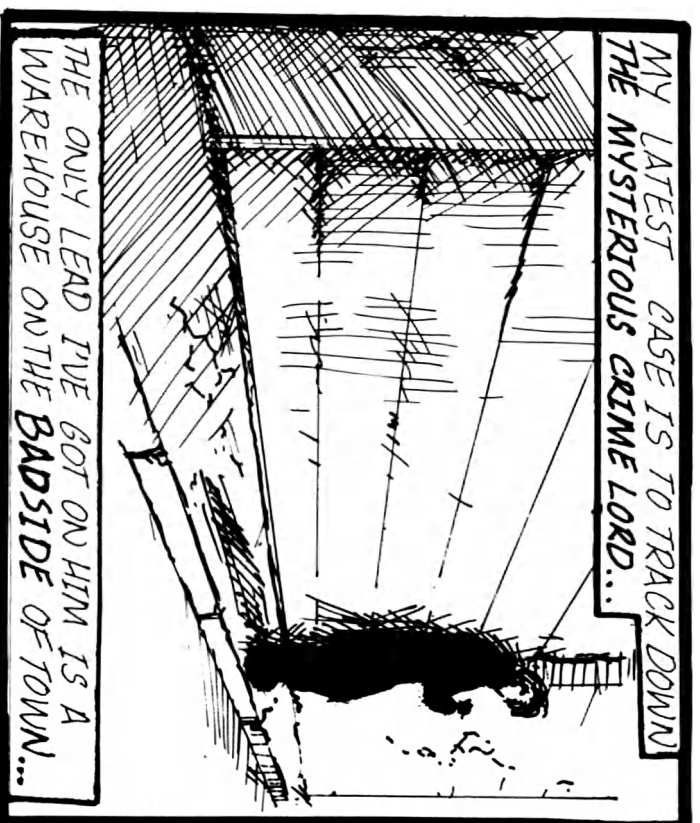
control, the fielding is poorer and more (if you can forgive the pun) hit and miss.

The whole package tries hard, but at



The game starts as you choose your teams, and then to pitch where obviously one side spends most of its time standing in the grass as your





Dinolympics is based on the Atari hit humans. And as the name suggests the game takes place in caveman (should that not be cavepeople times?).

The basis of the game is to help your primitive tribe in their efforts to survive and prosper in such a hostile climate. You do this by collecting various items located in each level of the game. The cavepeople must work together if they are to cross the many bridges and reach the many high platforms that stand in their way. Level one is quite simple as you only must tackle one high platform to get to the first spear. You do this by moving your first munchkin to as near as possible to the edge of the platform, and making him into a support. Then you move your second person just in behind him and let him climb onto the others shoulders, turning him also into a support. Now your third munchkin can climb the other two and reach the platform and make his way to the spear.

As the game goes on the platforms get higher and challenges more difficult.

To further hinder you there are a number of obstacles to overcome including killer Dinosaurs, trees, pits that must be jumped and broken bridges.

All of this is done against the clock, and with a limited number of humans. Loose too many and your civilisation will surely die.

Conclusion

Okay, it's a Lemmings rip off. But definitely one of the best. It also has some nice touches like the crazy level where you must jump a pit containing a furry Wampa. Jump onto a stone sphere and watch as your human rolls down a steep hill. As he's rolling down the hill the humans expression changes from happiness to sheer terror.

The graphics are extremely colourful, with the humans being very nicely animated. The sound is also very good being of the sing along variety.

One of the best titles for a long time. Another real winner. Buy it.

GRAPHICS	9/10
SOUND	8/10
PLAYABILITY	8/10
OVERALL	8/10



DINOLYMPICS

DRACULA

THE UNDEAD

Dracula the Undead is a highly original adventure game from Atari. Programmed by Handmade software, the people responsible for the brilliant Awesome Golf.

You are Jonathan Harker, an English solicitor who has been sent to Transylvania to conclude a property purchase by Count Dracula in London. You are initially unaware of Dracula's reputation (most of lived a sheltered life), until you stop at a local Inn. It is there while resting you tell the Inn keeper of your destination. He immediately warns you of the danger of the castle, and of the blood thirsty Count. Before leaving the Inn keeper hands you a Crucifix. He warns you to wear it if you value your life.

You continue your journey onto the castle, where you are met and let in by one of the Count's servants. He shows you to your room, and this is where you start your adventure.

You begin in the antechamber of your bedroom. The object of the game is to venture around the castle, trying to find enough information to take to the authorities about Dracula's evil existence.

Along the journey you will come across the Count himself, as well as his blood thirsty brides. Helping you through the game is Brad Stoker who pops up from time to time in a digitized form as you progress through the game.

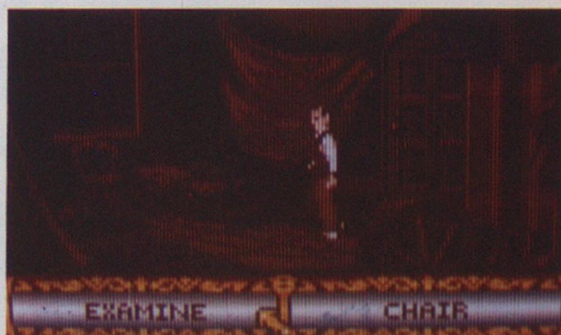
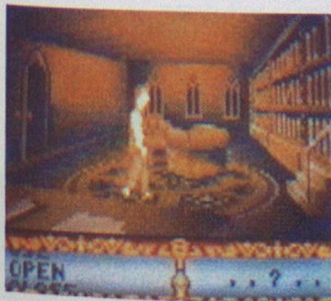
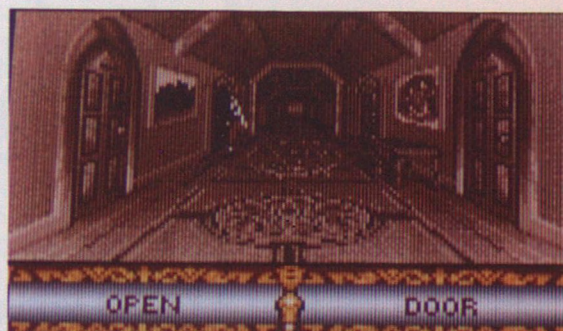
You interact with your environment by means of a click on bar at the bottom of the screen. You simply walk up to the object i.e cupboard and the object's name will appear at the right hand side of the bar. You can then choose how you wish to interact with the object by flipping through a list of alternative uses. So if you had come across a cupboard you could examine, open, and even get something from the cupboard. The system does not take long to get use to, and it speeds up the gameplay.

The graphics are the best part of the game. Done in an old type sepia tone, giving the game a 1940's horror movie look. They ouze quality, with tremendous detail put into every screen. All this just adds to the horror atmosphere of the game.

The sound is similar in that respect, a weird tune that is meant to increase the tension during the game. But instead it just starts to annoy after a while and has to be turned off. Conclusion

A save game feature would of been nice, but still a brilliant game. Buy it.

SOUND	8/10
GRAPHICS	9/10
PLAYABILITY	8/10
OVERALL	9/10



Toki

the Solution



Lynx User is always the first with solutions, and this issue is no exception. As our Toki expert Kevin Moseley has managed to crack the game, and still lives to tell the tale, we thought we would let our readers in on the solution. So get your Lynx out and turn that ape back into a man.

Before you start . . .

During the opening sequence, after Vookimedlo, the evil Wizard King, has captured Princess Miho and turned you into an ape, the action stops with you both on either side of the screen looking at each other. While the names drop into place, stare long and hard into the evil Wizards eyes. It's best to get the psychological advantage now because the next time you meet you'll be deep inside his Golden Palace (shown at the top of the mountain in the background, shrouded in cloud) and believe me, you'll have no time to do it then . . .

Labyrinth of Caves

This Master Guard looks like an Ape with red lipstick and a purple 'hair-do' (actually it's more of a 'hair-don't' but that's his problem not yours). As soon as he appears, rush up to within a couple of feet of him and fire as rapidly as you can. He will unleash a gang of helpers but don't be put off! - keep firing!. As soon as the helpers stop appearing rush back to the centre of the screen as the Guard's movements will now be unpredictable but from here you are in a better position to avoid him if necessary. He may not move at all, however, whatever happens, as soon as he settles down, move in close again, fire rapidly and you should finish him off. Keep your eye on his Foe Strength Meter and you'll know just how much you've got to do. Probably the easiest 7,000 points you'll earn in this game.

Lake Neptune

This Cycopian Ghost is a bit of a tricky

character, as soon as he appears jump up on the step on the left-hand side of the screen and fire as rapidly as possible (as always!). He will be looking out for you and when he finds you he will release three bouncing eyeballs. Each eyeball takes two shots to kill so it's best to stay as far away as possible and fire. When you have no eyeballs to deal with, jump as high as possible and fire.



When he starts to flash, it means he's on the move so get ready to move as far away as possible when he re-appears. If he appears right above you and there are not many points left on his strength meter, don't bother to move, just finish him off with vertical up upwardly diagonal shots before he has a chance to release the eyeballs. This is a bit risky, but with experience you'll learn just when you can or cannot chance it.

Caverns of Fire

This ugly brute has disgusting manners as you'll see. Keep well to the left and fire (rapidly as always!). There is no need to jump until you see him open his mouth to burp (yes, burp!). The letters B, U, R and P will shoot out of his mouth and will destroy you if you come in to contact with them, so jump and shoot them while they are in the air. Sometimes he will come right over to the left and even try to kick you but don't panic. Once you get use to him, you'll see that he's easy meat. No bonus points here, I'm afraid (I reckon this guard has probably eaten them!).

Ice Palace

First of all it's important to get the 'Power-Up' from the second squid you meet in the underwater section because the Foe Strength Meter will reduce twice as quick while you have the enhanced breath. When the angry mammoth appears, fire straight away (rapidly!), after a few seconds he will hurl a tusk over your head which returns by your feet so you'll have to jump to avoid it on the way back. He will then hurl the other tusk, first at your feet, with it returning over your head, so you have to jump as soon as he throws it and keep low when it comes back. If you think that's bad enough, he will blast at you with his trunk. Before he has a chance to

do this, run as far up the slope as you can and jump. He will blast three times, run as far up the slope as you can and jump. He

will blast three times in quick succession, sometimes he shoots high and sometimes low. Timing is crucial and with experience it is possible to wait and see where he is aiming before deciding what to do, i.e. if he shoots high, move forward and

duck down then, if the next blast is low, run back to the slope and jump. A common combination is: first shot low, second shot high, third shot low. If you want, you can gamble on him doing this and taking the necessary action rather than waiting to see. It'll pay off more often than not. After he has thrown the tusks and blasted his trunk, you have a few seconds to fire at him again before he starts his next attack. If you've got the 'Power-Up' and you fire fast enough, you should be able to finish him off before this second attack. Unfortunately, if you lose a life, you don't get a chance to get the 'Power-Up' when you continue and it will take two or three attacks to finish him off. However, sometimes he will stop attacking and just bounce around. Take advantage if this happens as he will be easy to pick off.

Dark Jungle

This is probably the hardest of all. Once again, it's important to get the 'Power-Up' as this will greatly increase your chances of progressing (stand on the left-hand side of the third moving platform while it's moving downward and jump off as soon as you pick it up). A bonus here is the fact that when you continue after losing a life you get a chance to 'Power-Up' again. You will see that this guardian consists of two floating hands and a large pair of very active feet. The part you have to hit is the red heart up on the right hand side. The movement of the hands and feet appear to be fairly random but after a while you'll learn to predict their movements and be able to avoid them in order to jump up and get a clear shot at the heart. If you can't get a clear shot at the heart but don't have to move, keep firing anyway because hit on the feet or fists earns 50 points.

The Golden Palace

When the name of this level first flashed-up on the screen, I thought we were stopping off for a curry. Unfortunately, I couldn't have been more wrong. Anyway, congratulations for getting this far and for surviving that hectic trolley-car ride. Hurry-up and get your breath back because the final showdown with Mr. Game-Boss himself is about to take place . . .

When he first appears, Vookimedlo seems quite small and looks easy enough to deal with, but wait!, there is much treachery afoot, with four cracks of his staff he turns into a monster twice the size. Stay as far left as possible, crouch down and fire as quickly as you can. He will fire white boomerang shaped missiles at you that bounce off the floor but as long as you stay crouched down on the far left you will nearly always be safe. By now you will probably be aware of the next piece of treachery, i.e. you will have noticed that although your hits are registering, the strength meter does not go down!. This is because there is much more to come. Once you have hit him forty times he changes again. Really all that happens is his clothes fall off!, but more importantly it means his heart is exposed. He now has two forms of attack, first his fist will come flying at you and retract, it is always at a low level and is easy to avoid, stay well to the left and jump at the last possible moment. Don't jump too early or you'll land on it as it retracts. He will then extend his neck and try to head-butt you but, as before, if you jump up at the last moment he will miss. Once his head retracts, it is time to attack!.

Jump up and shoot while in the air at his heart, if you're quick you should be able to jump three times before the fist and head come again. You will notice that, this time, every direct hit on his heart registers on the Foe Strength Meter and with a lot of skill and a bit of luck you'll get forty direct hits in (it does take a little while though) and eureka!, he will drop off the screen. Now on the next part of the battle . . . only teasing, before you know it, you'll have changed back into a man and Princess Miho runs out to give you a well deserved snog. I presume you can now live happily ever after in the palace. Roll on 'Toki 2' I say.

Lynx *high scores*

Here it is the first Lynx User High Scores page, addicts across the land have spent many an autumn evening, battling robots, leaping chasms, toasting penguins, flipping chrome and generally starting engines, just to see their name in lights (well ere... ink actually).

BATMAN

Carney Mills	258,700
Gary Stopps	149,800
Lawrence Pearson	182,000
Paul Moss	232,400
David Hunt	97,100
Peter Clarke	108,600
Ed	161,400
Warry Moore	263,200
George Fields	285,000
Cyril Pearce	199,500
Roger Brad	122,800
Lester Clarke	127,300
Martin Brown	225,800
Simon Mallows	175,000
Winston Clarke	176,200
Mike Allen	180,700
Simon Peters	149,200
Ian Francis	88,400
Christopher Faber	302,700
Kathy King	155,600
Pete Barnes	98,600
Gary Pyke	315,300
Martin Smith	288,000
Dave White	244,900
Andrew Wheeler	202,500
Eric Booth	112,000
Yacob Patel	131,600
Edwin Watson	166,200
Pete Brown	113,000
Julie Trendall	216,900
John Harley	230,200
Bill Fullager	178,100

SWITCHBLADE II

Monica Cross	130,860
Peggy Smith	125,236
Tony Barnes	226,690
Walther Jones	169,640
James Piper	281,000
Simon Smith	189,320
Paul Crosby	111,400
David Glen	125,090
Trevor Pearson	257,290
Helmut Herman	81,710
James Barclay	133,700
Simon Smith	161,660
Peter Clarke	207,190
Paul Crosby	95,280
Ben Purer	155,340

CHEQUERED FLAG

TOURNAMENTS

Gordon Payne	253
Paul Moss	150
Chris Steers	200
Helmit Herman	195
James Barclay	180
Clarence Carpenter	165
Ed	185
Phil Peddle	210
Mike Hoare	

PINBALL JAM

Gary Corke	1580000
David Glew	1624000
Paul Wilson	9560000
Chris Steers	2240000
Hulie Sloan	1980000
Antonie Laker	2260000

GAUNLET

Chris Atrise	889349
Mark Eyres	65678
Bill Beavis	254397
Ed	139623
Lester Main	515870
Nigel M Street	427189
Sam Davids	679271
Jeff Allan	475427
Tom Lowe	726951
Chris	339162
Francis Loenard	644523
Lauara Briant	389150

XYBOTS

William Cordy	988200
Pete Puttock	651800
Steve Miller	1213000
Sally Slater	755400
Jason Rayment	617500
Steven Sayers	1213500
George Fields	555600
Paul Wilson	1101000
Martin Stephens	1300500
James Piper	595200
Andrew Treacher	336000
Frank Steel	445000
Ian Pye	808500
David Barrat	212200

XENOPHOBE

Arthur Barlow	8654500
Roger M Mills	6271050
Gavin Lucas	2967750
Sara Lucas	437900
Iian Beavis	227650
Steve Lowe	5491800
Gary Dipple	8596100
A M Anderson	3391200



Get up into the air and start Jousting. The old VCS classic comes to the small screen in this extremely accurate conversion from Shadowsoft.

The basic idea (as if you don't already know) is to fly around the screen on your ostrich, knocking other opponents off their birds. Do this to all your opponents, and you progress to the next level.

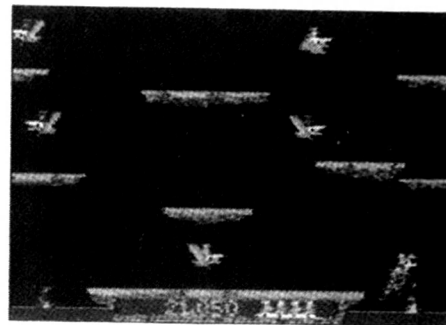
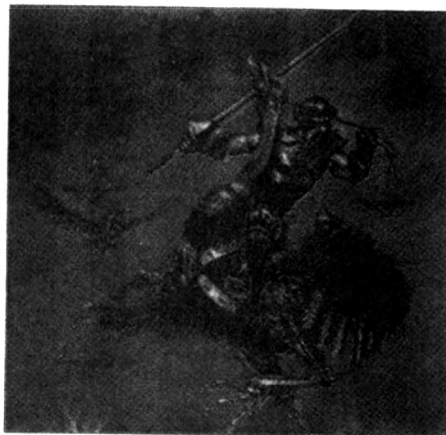
To knock an opponent off you must Joust higher than he does. If you are unsuccessful, then you will be knocked off yourself. This can be embarrassing as your bird flies off for winter, and you loose a life.

If you do win the Joust, your enemy will drop an egg to the ground. Pick this up quickly before it changes into a man, and his bird returns.

You also get a nice bonus, as well as for clearing two or more levels without loosing a life.

The screen is made up of platforms, use these to good affect, as they are the only protection you have. Initially you get five lives, but you can get more by attaining high scores.

There are three types of enemy to hit Bounder, hunter and Shadow lord. Because of the small screen size they are difficult to identify, but be most wary of Shadow lord as he seems to move quicker than the rest.



JOUST

GRAPHICS

7/10

SOUND

6/10

PLAYABILITY

7/10

OVERALL

6/10

To also add a bit of spice into the game there are two 'ptera-dactyls' that appear if you are taking too long to complete a level. The only way to destroy them is to Joust them head on. But beware as they move like lightning.

As you move further up the levels (I didn't get past level 5) the bottom platform gets smaller, and almost disappears. So short landings are preferred, unless you want to end up in the drink.

Conclusion

Okay, it's an extremely playable game with some real addictive qualities. But do we really need old VCS classics on the Lynx? The Lynx is meant to have all this 16-bit power inside it's tiny body. But with games like Joust, it just can't show it off. An updated version of Joust would of gone down a lot better than this virtually identical VCS version.

I have heard that Shadowsoft are to do Smash TV next. Maybe atleast they are realising there mistakes. A not bad game let down by being too old.

BATMAN

LEVEL 4 - THE ARCTIC WORLD

To defeat Penguin. Once you get to the area where Penguin is, try and get to the place where Schrech is being lowered into the toxic waste. You will see a battery at the far right. You need to get a certain distance away and shoot acid at the battery. You can tell that you are hitting it because the lightning bolt flashes at each hit. After a number of hits, the battery will explode and you will get either 25000 or 50000 bonus points. Now focus your attention on Penguin. You need to take out the battery first because this supposedly keeps arctic world "cool" and the warming really weakens Penguin (it mentions this in the instructions). Once the battery is destroyed, a few sets of batrangs, acid or punches to Penguin should kill him (sock it to him!). I found out the hard way, because I tried to defeat the Penguin without destroying the battery first and failed miserably.

Penguin just kept coming back (what a total b#@x#@#). I spent many hours at this game before finally cracking it.

(If you are having trouble getting through Batman, try looking for the level select device. All we know is that it is something to do with the joystick)

SUPER SQUEEK

Zoom in on the first island cluster (top left), and on one of the isles in the North west in the cluster you will find a Squeek next to a palm tree. You will get three extra lives.

Somewhere in the water (I don't exactly remember where....sorry..) there is a Squeek in the water. If you find it you will get 3000 extra zargs. If you draw a line from the text Gargouille to the compass you will find a Squeek with a whale, and some squeekettes. This will show you the end sequence.

BASKETBRAWL

Did you wonder why it is that all the codes to the levels follow a certain pattern that uses no numbers and yet there are numbers available for the codes? Well here's the reason why:

Try typing in "MJ27" for the level codes then press "A". Did the game blackout and go back to the start screen?. I knew it would. Now start the game.

Did you see that cool black guy standing parallel to you? Guess what - that's Michael Jordan ("MJ27" is his number). Now you have a partner to help you play the game.

(the code works. I've tried it. Michael does not play too well, but it's still better than going solo, I guess)

Does this work for other NBA players. I don't know but it's worth a try putting in players initials and numbers to find out.

TOKI

Bug found on Toki - on level 3, you can slip above the ceiling and bypass part on the game. This can sometimes cause strange screen distortions or crash the game. This is a bug having to do with sprite collision detection. It might be fixed in a later production run.

QIX

Thanks to Patrick and John
Hardie for the codes.

2-GFGHEF	3-GFGGEN	4-HAHEHF	5-HAHFNJ	6-HAHGOI
7-HFHCPJ	8-HFHNGF	9-HFHMIJ	10-IAIKCJ	11-IAILLE
12-IAIMAN	13-IFIIJE	14-IFILHJ	15-IFIKBJ	16-IFJFBF
17-IFJEHI	18-IFJHCM	19-IFJGIE	20-IFJBAI	21-IFJABE
22-IFJDHJ	23-IFJCBJ	24-IFJNBE	25-IFJMHI	26-IFJPCI
27-IFJOBH	28-IFJJHJ	29-BFAIFP	30-IFJLDF	31-IFJKHC
32-IFKFBJ	33-IFKEBF	34-IFKHHI	35-IFKGCN	36-IFKBOD
37-IFKAAI	38-IFKDCE	39-IFKCLG	40-IFKNBJ	41-IFKMKI
42-IFKPIC	43-IFKOBJ	44-IFKJKL	45-DFBIDC	46-IFKLBK
47-IFKKPF	48-IFLFLF	49-IFLEBJ	50-IFLHPE	51-IFLGLF
52-IFLBBJ	53-IFLAPH	54-IFLDLF	55-IFLCBJ	56-IFLNPG
57-IFLMLF	58-IFLPBJ	59-IFLOPB	60-IFLJLF	61-BFCIIJ
62-IFLLPA	63-IFLKLF	64-IFMFCM	65-IFMEIK	66-IFMHAI
67-IFMGKJ	68-IFMBIC	69-IFMACM	70-IFMDAF	71-IFMCJJ
72-IFMNJA	73-IFMMJK	74-IFMPKJ	75-IFMOJA	76-IFMJJK
77-DFHIMF	78-IFMLHO	79-IFMKEL	80-IFNFKJ	81-IFNEIC
82-IFNHJF	83-IFNGIM	84-IFNBCM	85-IFNAIK	86-IFNDAI
87-IFNCKJ	88-IFNNIC	89-IFNMCM	90-IFNPHF	91-IFNOJB
92-IFNJJP	93-BFEIDF	94-IFNLFN	95-IFNKJP	96-IFOFCA
97-IFOEJJ	98-IFOHFF	99-IFOGPK	100-IFOBAM	101-IFOAIG
102-IFODHF	103-IFOCIG	104-IFONMJ	105-IFOMDI	106-IFOPID
107-IFOOAM	108-IFOJJF	109-DFFIMF	110-IFOLJD	111-IFOKCM
112-IFPFIK	113-IFPEAI	114-IFPHKJ	115-IFPGIC	116-IFPBEL
117-IFPAKL	118-IFPDIC	119-IFPCJF	120-IFPNIA	121-IFPMBJ
122-IFPPKL	123-IFPOIC	124-IFPJAF	125-BFGIHA	126-IFPLCH
127-IFPKII	128-IFAFKF	129-IFAEOB	130-IFAHJJ	131-IFAGAF
132-IFABNL	133-IFAAAM	134-IFADKF	135-IFACHF	136-IFANJI
137-IFAMCM	138-IFAPIK	139-IFAOAI	140-IFAJKJ	141-DFLIDC
142-IFALGL	143-IFAKKL	144-IFBFIC	145-IFBECI	146-IFBHKL
147-IFBGIC	148-IFBBEM	149-IFBAID	150-IFBDFF	151-IFBCIC
152-IFBNCM	153-IFBMIA	154-IFBPAI	155-IFBOKL	156-IFBJIC
157-BFIIJF	158-IFBLMB	159-IFBKCH	160-IFCFII	161-IFCEKF
162-IFCHOB	163-IFCGJJ	164-IFCBAF	165-IFCALI	166-IFCDAM
167-IFCCMF	168-IFCNHF	169-IFCMJJ	170-IFCPCH	171-IFCOIJ
172-IFCJKF	173-DFJIFB	174-IFCLJJ	175-IFCKCM	176-IFDFIK
177-IFDEAI	178-IFDHKJ	179-IFDGIC	180-IFDBCL	181-IFDAKL
182-IFDDIC	183-IFDCHL	184-IFDNPF	185-IFDMLF	186-IFDPDI
187-IFDOPF	188-IFDJLF	189-BFKINM	190-IFDLJF	191-IFDKFF
192-IFEFKH	193-IFEEBL	194-IFEHPF	195-IFEGLF	196-IFEBAF
197-IFEAJI	198-IFEDAM	199-IFECAP	200-IFENHF	201-IFEMJM
202-IFEPCH	203-IFE0IJ	204-IFEJKF	205-BFNIHB	206-IFELJJ
207-IFEKCM	208-IFFFIK	209-IFFEAI	210-IFFHKJ	211-IFFGIC
212-IFFBCL	213-IFFAKL	214-IFFDIC	215-IFFCFL	216-IFFNPF
217-IFFMLF	218-IFFPJF	219-IFFOIC	220-IFFJCM	221-FFIIFK
222-IFFLBI	223-IFFKPF	224-IFGFLF	225-IFGEAF	226-IFGHIF
227-IFGGCL	228-IFGBKI	229-IFGAIC	230-IFGDCM	231-IFGCLH
232-IFGNAI	233-IFGMCO	234-IFGPLG	235-IFGOAI	236-IFGJBC
237-BFPICG	238-IFGLCH	239-IFGKIA	240-IFHFGJ	241-IFHEKL
242-IFHHIC	243-IFHGHF	244-IFHBIC	245-IFHACM	246-IFHDIB
247-IFHCAI	248-IFHNDA	249-IFHMLG	250-IFHPAF	251-IFHOIA
252-IFHJCM	253-BFOIBK	254-IFHLAI	255-IFHKDA	0-BFBFLM

LEVEL THREE

Pick up MEGABOMB at beginning and then move as far right as you can go. Stay here, moving far enough to the left for your wing cannon to destroy visible targets, where possible destroy targets with sidecannon. After a short while a string of red and white four spot dominoes will dash down the screen. AVOID IT, IT WILL KILL YOU AND YOU CANNOT KILL IT. Throughout this level the strings of dominoes will dash down the screen. You are safe on the right and can destroy enough aliens to make it worthwhile. First POWER, pick it up quickly and move back right, Second powerup noise - wait until the white ship is destroyed and the second stream of bullets has come from the left, then more quickly left and pick up POWER, move back right.

Pick up MEGA BOMB. Now it gets tricky. The silhouettes of a red-frog ship and a fireball fan ship fill appear at the top of the screen. The easy way out is to stay right and wait until both ships are fully visible - then fire a mega bomb or two. The man's way is to immediately move left and charge the fireball-fan ship, then move right, kill the second FF ship and move back to bottom right, move up down to avoid the worst of the bullets, move too far left and the dominoes will get you. Pick up SUPER SHIELD.

END OF LEVEL HARD GIT: This one, is actually the hardest, as you have to kill it three times. Best method is to stay at the bottom of the screen moving left and right and hoping to avoid the ship's lasers. If you run low on health and your ship sounds distressed, fire off a megabomb or two. The third incarnation is the hardest, so save at least three megabombs - but use them only in emergencies.

SHOP, END OF LEVEL THREE, Make sure you have three of everything ie: sideshot rearshot, autofire, laser and speed - assuming of course you still have at least three ships left. If you are now down to one or two ships, then make sure you have sideshot, autofire and speed for the remaining ships. With the what money you have left buy magabombs.

LEVEL FOUR

Move left and right as necessary to avoid the ships, don't worry too much about the bullets - just try and avoid the worst bunches - the odd missile will do you no harm at all, as long as you still have a super shield, that is. Pick up all mega bombs and when the alien ships get too thick fire one. This will not necessarily clear the screen but it will make aliens much easier to kill. End of level ship: use magabombs to destroy the large sphere and the smaller ships that appear when it's gone. Then shoot the billiard balls one at a time to

avoid the bullet that appears when one dies.

SHOP, END OF LEVEL FOUR: Buy megabombs (all ships should by now be equipped with all available hardware).

LEVEL FIVE

Pick up POWER and SUPERSHIELD, move around the screen, staying at the bottom and avoiding the far right and far left, as the black ships will kill you and cannot be killed. Basically shoot everything. The silver woodlice are best killed by staying at the bottom of the screen and keeping at least two of the streams of woodlice in the arc of fire. You will not need to use a megabomb until you get to the end of level ship.

END OF LEVEL SHIP: Two ways to kill it, 1, fire mega bombs until it dies - about five or six, 2, stay at the bottom of the screen and move left to right in front of the left tank. When it moves up the screen, go back to the first tank and finish it off, then back to the second tank and finish that too.

SHOP, END OF LEVEL FIVE: Sell any spare shields and powershots and then buy lots of megabombs. Reasonably you should try to go into level six with at least fifteen magabombs. My personal record is thirty seven.

LEVEL SIX

If you get this far you're good enough to finish this level with only a few cryptic hints (well, wouldn't life be boring without the odd surprise ?)

- 1) Only use a megabomb in emergencies, try and save about eight for the end of level ship.
- 2) Lightning fences are deadly, fly through when switched off.
- 3) Submarines (well they look like submarines to me !) must be killed on the left.
- 4) There are gun emplacement on some buildings.
- 5) Don't get trapped by lighting ships.

NEXT ISSUE WE HAVE THE FIRST PART OF OUR SHADOW OF THE BEAST SOLUTION.

SUPPORT  LYNX

Q. Whats the most underrated Lynx game available, Turbo Sub, Robo Squash ?, (yeah, right!).

A. The same game that supports some of the most detailed, colourful, and original graphics seen on any handheld, ZARLOR MERCENARY! Unfortunately to witness some of these LCD Pixel defying graphics, you have to progress to the later levels which means that you got to be able to shoot faster than Dirty Larry on Steroids.

Zarlor Mercenary is now made a little simpler with the help of Alex Johnson's Game Guide. Read on.

First wave of aliens: Stay in the middle of the Screen.

Second Wave: same of above, just make sure you don't stand (or fly even ?) in the path of a fireball.

Third wave: go to the far right of the screen and wait (obviously still shooting).

Fourth Wave: these are heralded by the noise indicating a power up. Go immediately to the top left and pick up AUTO FIRE, then down to the bottom and right, to pick up LASER . Manoeuvre your ship between missiles and wait until scenery reappears.

Fifth Wave: go to the bottom left of the screen and then up and right, try to avoid as many of the bullets as possible.

Sixth Wave: stay in the centre of the screen, between bullets.

END OF LEVEL SHIP: Fly around the ship, staying in one place only long enough to draw fire then move before it hits you, As long as your health indicator is green, don't worry about taking a few hits. It's best to take out the corner segments first as these are the ones that fire at you.

SHOP, END OF LEVEL ONE,

You should have 80 - 100,000 credits, Buy (in this order): Speedup, sideshot, sideshot, backshot, backshot, sideshot. In all probability you won't have enough to buy all, just what you can - in that precise order.

LEVEL TWO

Come out firing, pick up POWER & LASER and immediately move left to destroy the gun turret.

Throughout the level stay on the left side of the screen, at the most go to the centre. Avoid bullets, shoot dragon flies and pick up MEGA BOMB, move right, shoot starfish and pick up AUTOFIRE.

Stay left and avoid bullets by moving up and

ZARLOR MERCENARY

GAME GUIDE

down, between streams of alien missiles - it is essential to take as little damage as possible at this point.

After shooting large silver ships, pick up MEGA BOMB.

Mini submarines come next, for these move halfway up the screen and make sure they all die before moving out of sight to the right.

Stay left and avoid bullets until power up noise. Then move quickly to the top of the screen and pick up SUPERSHIELD.

Stay left until the second Gun turret, then move to the centre of the screen and go through the gap in the middle of the dragon flies.

Move left and pick up the HEALTH without running into dragon flies.

END OF LEVEL SHIP: as soon as you have picked up health, go directly to the top and centre of the screen, The end of level ship will then appear on top of you, move quickly left right within it until it blows up.

SHOP, END OF LEVEL TWO, You should have approx. 115,000 credits, Buy - in this order: SPEED, SIDESHOT, as many megabombs as you can afford.

Bournemouth & Poole Atari User Group

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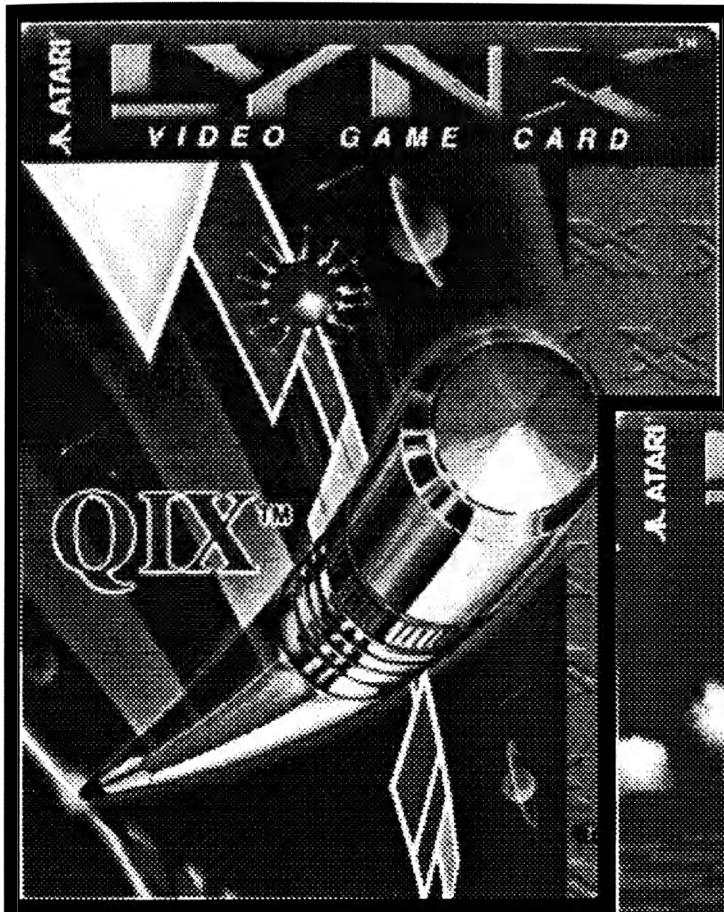
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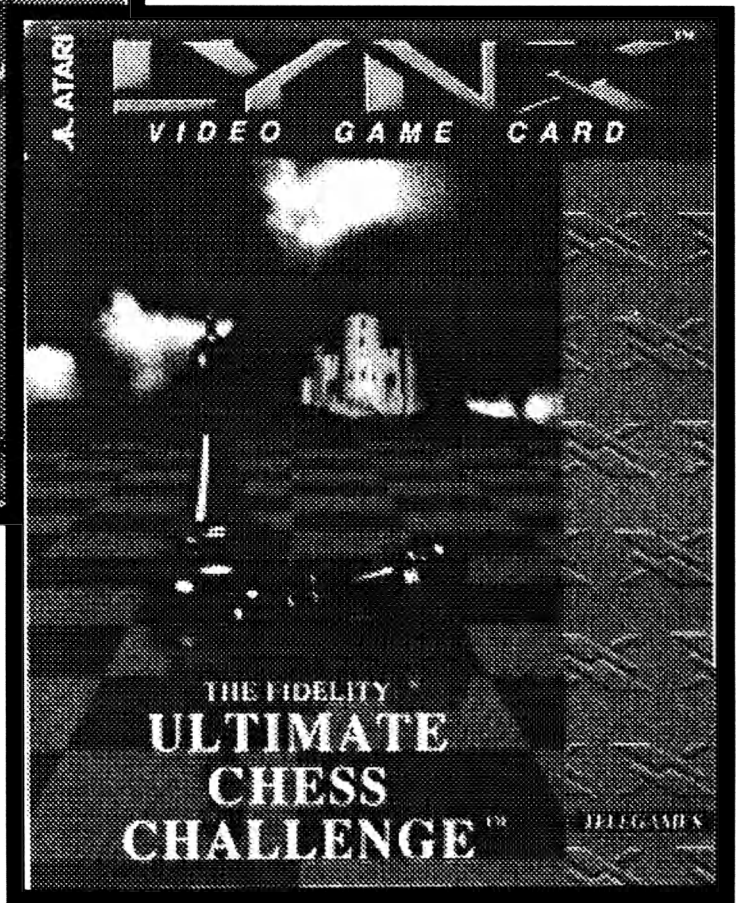


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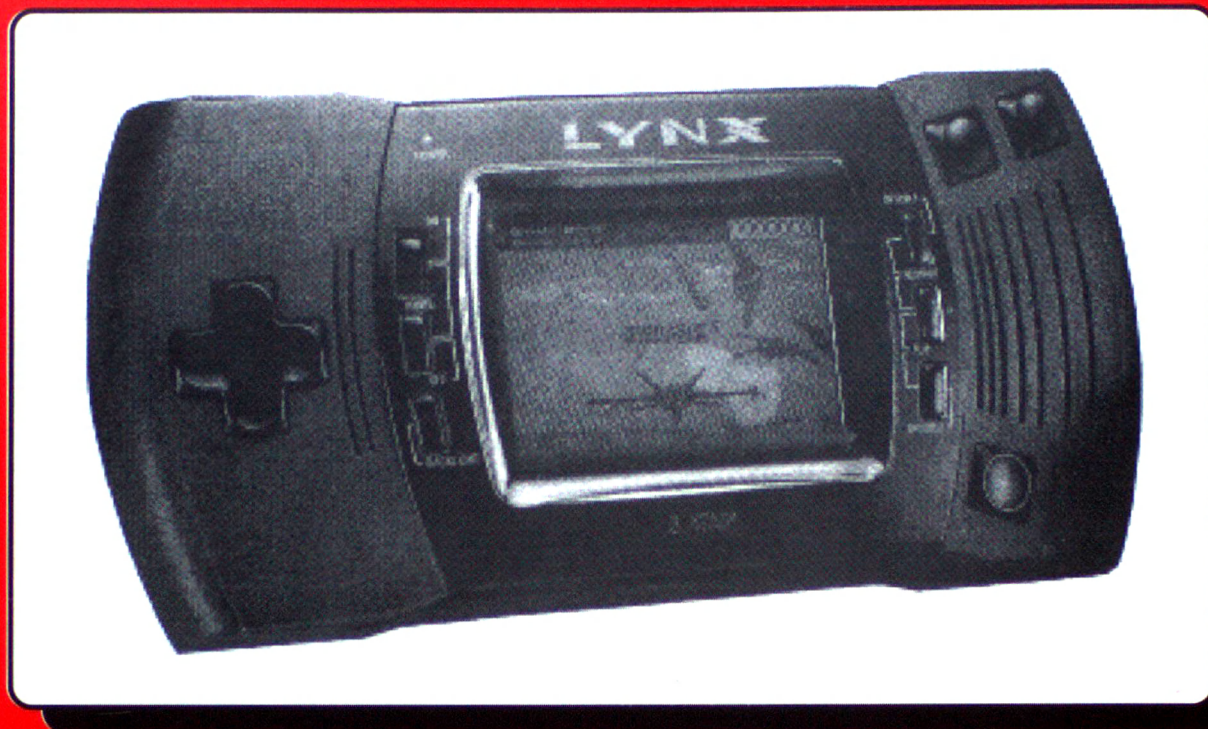


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Atari Lynx



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CHECK IT OUT MAGAZINE

So what is it about the Lynx that's got them talking? Well the Lynx has custom 16-bit chips dedicated to sound and graphics. Meaning it produces visuals and sound as good as the best 16-bit consoles, yet it's portable. Lynx has over 50 games available, including top conversions from other 16-bit formats, big film and TV tie-ins, top sports simulations and perfect coin-op conversions. The Lynx is the only console which can be linked together for up to 8 players to play the same game on their own console at the same time. It has a huge 16-meg game capacity, much bigger than the other handhelds and its even got a flip option for left handers! All of which meant it was voted console of the year when first launched.

Atari Lynx, Atari House, Railway Terrace, Slough, SL2 8BZ

Please send me more detail about the Lynx and its Software. . .

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